
DATAMOST
THE AMAZING ADVENTURES OF
SUPER BUNNY
TM
Comic Book Included
Author
Vic Leone
Strong enough to move a planet! Swift enough to catch lightning! Mighty enough to travel vast distances . . . with a single hop!


"THE ORIGIN OF SUPER BUNNY™"
WHO IS THIS LEPINE LEGEND ? WHAT IS THE SECRET OF THIS RAMPAGING RABBIT WHOSE VERY NAME MAKES WOLVES AND OWLS QUAKE IN FEAR?
HOW DID THIS COTTON-TAILED CRUSADER BECOME A HOUSEHOLD WORD -- TOSSED AROUND THE TABLE LIKE SO MUCH LETTUCE ?
-- AND THEN, CHILDREN, HE FLIES AWAY, MITOUT EVEN WAITING FOR A ' THANK YOU!'
GOSH!
GOLLY!
1


IN SHORT: WHO IS SUPER BUNNY?
---NO, NOT ANYONE YOU'D LOGICALLY SUSPECT---
TO FIND OUT, WE HAD BETTER BEGIN AT THE BEGINNING--IN THE SMALL VILLAGE OF RABBITVILLE. IT WAS A HAPPY, QUAINT HAMLET--LITTLE KNOWN TO THE WORLD AT LARGE---
RABBITVILLE 5 MILES
THOUGH THE TOWN WAS SMALL, ITS STREETS WERE BUSY. AFTER ALL, THE LOCAL POPULACE TENDED TO BREED LIKE---
TOP 'O' THE MORNING, MRS. LEPUS!
--WELL, YOU KNOW--
BARBER SHOP
CARROTS 69¢ BUNCH
AND SO THINGS WENT-- THE INHABITANTS WERE CHEERFUL, CAREFREE AND UNDENIABLY FECUND---
UNTIL, ONE NIGHT---
RABBITVILLE 5 MILES
--VISITORS ARRIVED!
THE LIVES OF ALL IN RABBITVILLE WOULD NEVER BE THE SAME.
CRACK!
2


THE WOLVES AND SNAKES STRUCK! SURPRISE AND SUPERIOR FORCE WERE ON THEIR SIDE AS THEY WREAKED HAVOC !!
THE STREETS RAN RED. THE SOUND OF WEEPING WAS HEARD THROUGHOUT RABBITVILLE. THE ENEMY HAD TAKEN OVER!
MOTHER ? WHERE'S MY--- WHERE IS---
HASEN RAUS
A SMALL HOUSE ON THE OUTSKIRTS OF TOWN--
GRANDFATHER!--HANS! WHAT--WHAT HAS HAPPENNED TO YOU ?
MEIN NAME IST HASE, ICH WEISS VON NICHTS--
WE 'VE SEEN TERRIBLE THINGS--
--WOLVES AND GIANT SNAKES HAVE ATTACKED-- THE CITY'S BEEN WIPED OUT! WE WERE LUCKY TO ESCAPE !
WE MUST LEAVE TONIGHT!
ACH, VE SHOULD NEVER HAFF LEFT ZA OLD COUNTRY !
--AND SO THE PITIABLE RABBIT CLAN SOUGHT REFUGE IN THE WILDS---
3

THEY MET, AND WERE ACCEPTED BY, A SMALL GROUP OF FELLOW-REFUGEES WHO LIVED IN A CRAMPED, HIDDEN BURROW--



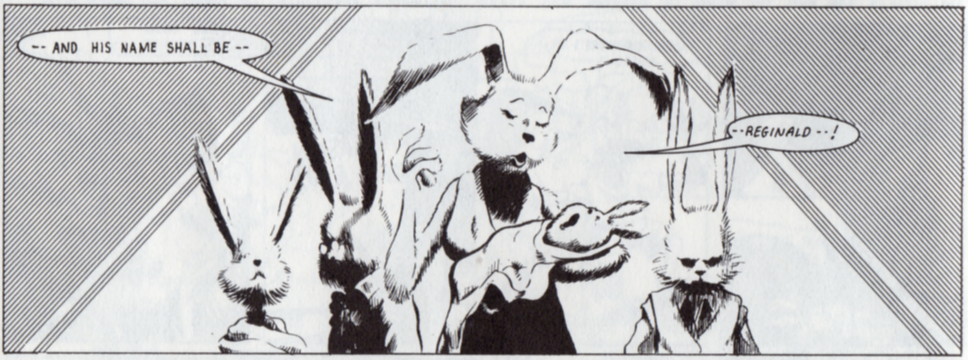
THERE, THEY WERE ABLE TO CREATE A LIFE FOR THEMSELVES -- BUT THEY NEVER FORGOT THE HOME THAT HAD BEEN STOLEN FROM THEM BY THE WOLVES--



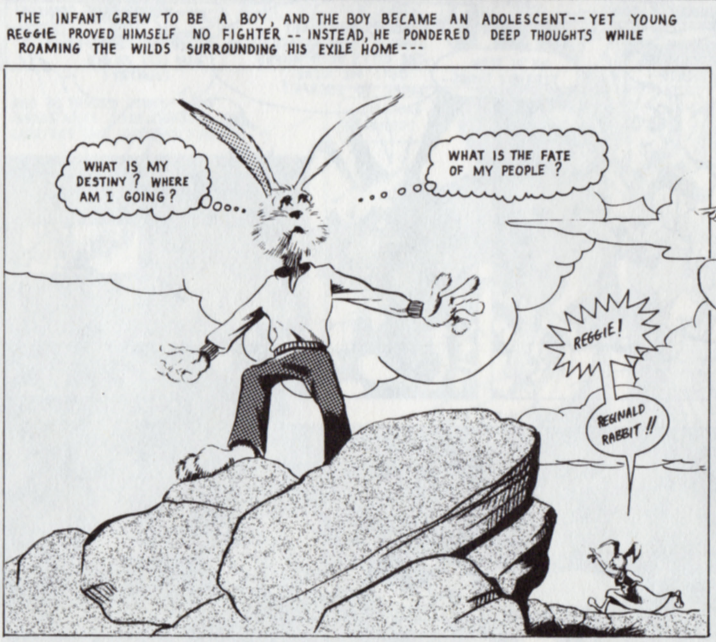

HARD AS THEIR EXISTENCE WAS, IN MANY WAYS THE PROCESSES OF LIFE CONTINUED MUCH AS BEFORE--



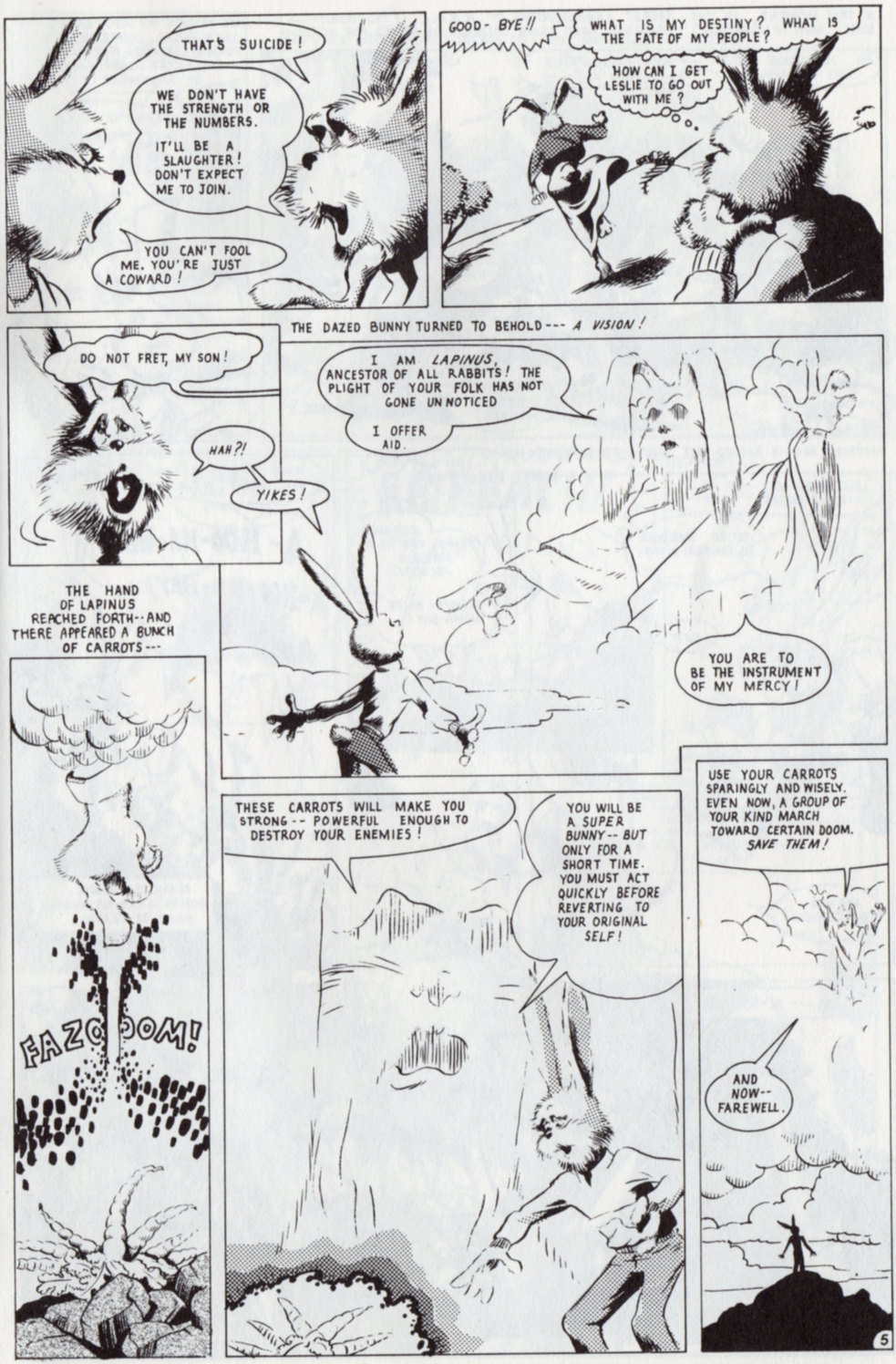
WHEN THE NEWBORN ARRIVED, THE REFUGEE RABBITS SENSED THAT *HERE* WAS A BUNNY DIFFERENT, SOMEHOW, FROM ALL OTHER BUNNIES---



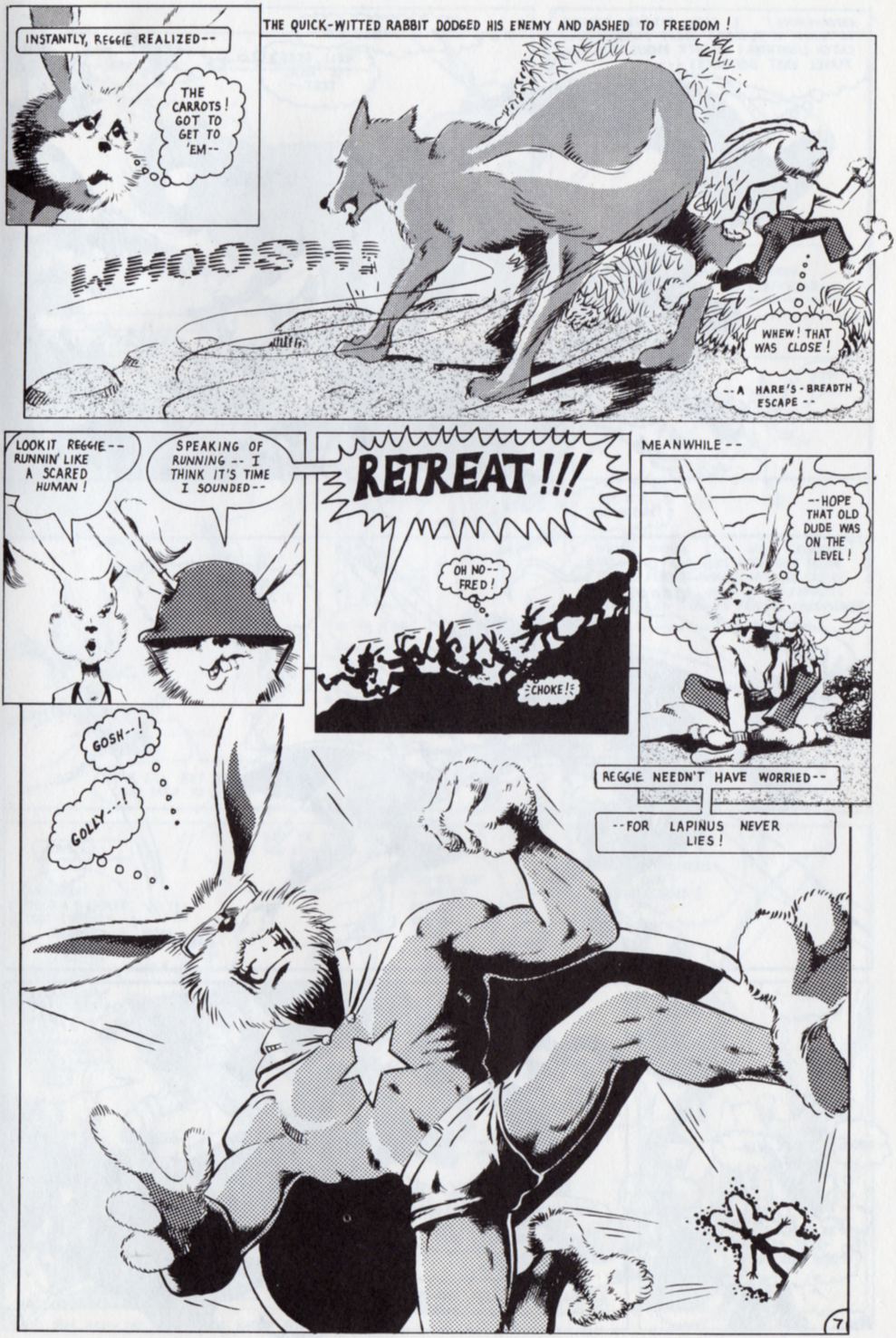

THE INFANT GREW TO BE A BOY, AND THE BOY BECAME AN ADOLESCENT--YET YOUNG REGGIE PROVED HIMSELF NO FIGHTER -- INSTEAD, HE PONDERED DEEP THOUGHTS WHILE ROAMING THE WILDS SURROUNDING HIS EXILE HOME---



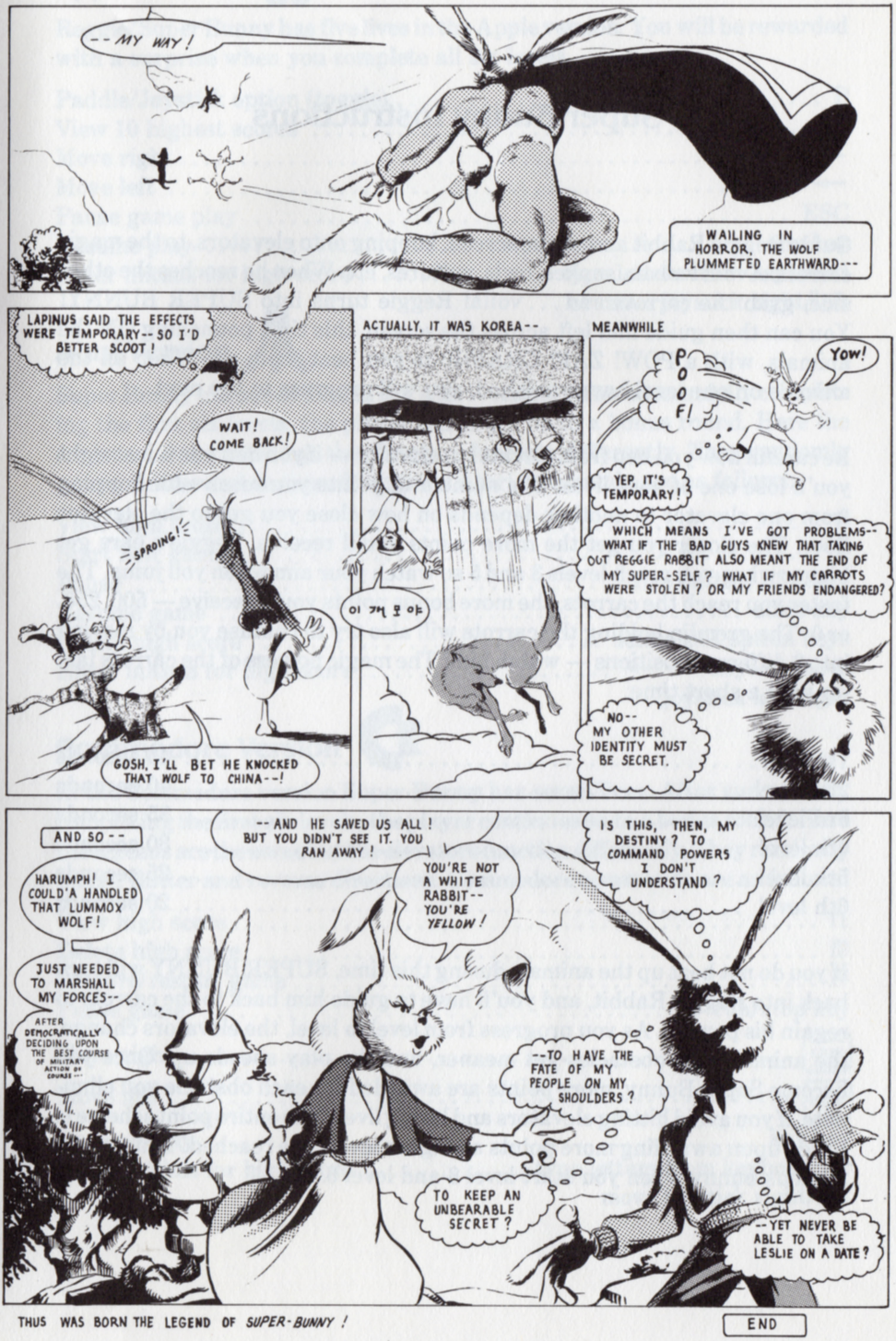




THAT'S SUICIDE!
WE DON'T HAVE THE STRENGTH OR THE NUMBERS.
IT'LL BE A SLAUGHTER! DON'T EXPECT ME TO JOIN.
YOU CAN'T FOOL ME. YOU'RE JUST A COWARD!
GOOD-BYE!!
WHAT IS MY DESTINY? WHAT IS THE FATE OF MY PEOPLE?
HOW CAN I GET LESLIE TO GO OUT WITH ME?
THE DAZED BUNNY TURNED TO BEHOLD--- A VISION!
DO NOT FRET, MY SON!
HAH?!
YIKES!
I AM LAPINUS, ANCESTOR OF ALL RABBITS! THE PLIGHT OF YOUR FOLK HAS NOT GONE UNNOTICED
I OFFER AID.
YOU ARE TO BE THE INSTRUMENT OF MY MERCY!
THE HAND OF LAPINUS REACHED FORTH--AND THERE APPEARED A BUNCH OF CARROTS---
FAZOOM!
THESE CARROTS WILL MAKE YOU STRONG--POWERFUL ENOUGH TO DESTROY YOUR ENEMIES!
YOU WILL BE A SUPER BUNNY--BUT ONLY FOR A SHORT TIME. YOU MUST ACT QUICKLY BEFORE REVERTING TO YOUR ORIGINAL SELF!
USE YOUR CARROTS SPARINGLY AND WISELY. EVEN NOW, A GROUP OF YOUR KIND MARCH TOWARD CERTAIN DOOM. SAVE THEM!
AND NOW--FAREWELL.
5


AT THAT MOMENT, IN THE SECRET HEADQUARTERS OF R.E.A.L. (THE RABBITVILLE EXILES' ARMY OF LIBERATION), GENERAL HARE BRANE GATHERED HIS FORCES FOR ATTACK---
OH, THE NERVE OF THAT REGINALD!
WHY COULDN'T HE JOIN US?
FORGET HIM!
WE'RE POWERFUL ENOUGH!
WE'VE EVEN PUT ASIDE GREAT IDEOLOGICAL DIFFERENCES TO FORM A COALITION WITH E.L.A.R. -- THE EXILED LIBERATION ARMY OF RABBITVILLE!
WHO'RE THEY?
ERNIE AND FRED, OVER THERE.
H'LO.
SUDDENLY, REGGIE RUSHED OUT INTO THE CLEARING--
LISTEN TO ME! YOU MUST DISBAND!
YOU'RE MARCHING TO CERTAIN DOOM!
OH?
AND HOW DO YOU KNOW?
I--ER-- WAS WARNED IN A VISION---
RIIIIIGHT. REGGIE, YOU'RE A HOPELESS PACIFIST.
TROOPS! WE'RE MOVIN' OUT!
MOVE YOUR TAILS! AND LET'S HEAR OUR GREAT R.E.A.L. CHEER---
A-HOO-HA-HEY!
A-HOO-HA-HEY!
A-HOO-HA---
REGGIE FOLLOWED, HOPING IN VAIN HIS WARNING WOULD BE HEARD.
THEN --- HE POUNCED!
--HEY--
6


INSTANTLY, REGGIE REALIZED--
THE CARROTS! GOT TO GET TO 'EM--
THE QUICK-WITTED RABBIT DODGED HIS ENEMY AND DASHED TO FREEDOM!
WHOOSH!
WHEW! THAT WAS CLOSE!
--A HARE'S-BREADTH ESCAPE--
LOOKIT REGGIE--RUNNIN' LIKE A SCARED HUMAN!
SPEAKING OF RUNNING -- I THINK IT'S TIME I SOUNDED--
RETREAT!!!
OH NO--FRED!
CHOKE!
MEANWHILE--
--HOPE THAT OLD DUDE WAS ON THE LEVEL!
REGGIE NEEDN'T HAVE WORRIED--
--FOR LAPINUS NEVER LIES!
GOSH--!
GOLLY--!
7


ASTONISHING! I FEEL STRONG ENOUGH TO MOVE A PLANET! SWIFT ENOUGH TO CATCH LIGHTNING! MIGHTY ENOUGH TO TRAVEL VAST DISTANCES---
WITH A SINGLE HOP!
WELL, HERE'S THE REAL TEST--
AAROOOOOO OOOOO!
--AND I THINK I JUST PASSED IT!
SPROING!
?
HEY--!
HUH?
--WHO?
--HERO--
--HMMPH--
YIP! YIP! YIP!
WHAT'S THE MATTER, LOBO? ACROPHOBIA? DON'T DIG THESE HEIGHTS, EH?
WELL, I'LL LET YOU DOWN--
8


--MY WAY!
WAILING IN HORROR, THE WOLF PLUMMETED EARTHWARD---
LAPINUS SAID THE EFFECTS WERE TEMPORARY--SO I'D BETTER SCOOT!
WAIT! COME BACK!
SPRONG!
GOSH, I'LL BET HE KNOCKED THAT WOLF TO CHINA--!
ACTUALLY, IT WAS KOREA--
MEANWHILE
POOF!
YOW!
YEP, IT'S TEMPORARY!
WHICH MEANS I'VE GOT PROBLEMS--WHAT IF THE BAD GUYS KNEW THAT TAKING OUT REGGIE RABBIT ALSO MEANT THE END OF MY SUPER-SELF? WHAT IF MY CARROTS WERE STOLEN? OR MY FRIENDS ENDANGERED?
NO--MY OTHER IDENTITY MUST BE SECRET.
AND SO--
HARUMPH! I COULD'A HANDLED THAT LUMMOX WOLF!
JUST NEEDED TO MARSHALL MY FORCES--
AFTER DEMOCRATICALLY DECIDING UPON THE BEST COURSE OF MILITARY ACTION OF COURSE---
--AND HE SAVED US ALL! BUT YOU DIDN'T SEE IT. YOU RAN AWAY!
YOU'RE NOT A WHITE RABBIT--YOU'RE YELLOW!
IS THIS, THEN, MY DESTINY? TO COMMAND POWERS I DON'T UNDERSTAND?
--TO HAVE THE FATE OF MY PEOPLE ON MY SHOULDERS?
TO KEEP AN UNBEARABLE SECRET?
--YET NEVER BE ABLE TO TAKE LESLIE ON A DATE?
THUS WAS BORN THE LEGEND OF SUPER-BUNNY!
END

# Super Bunny Instructions

Guide Reggie Rabbit across the screen, hopping onto elevators, to the magic carrots. Avoid wolves, snakes, owls, vultures, etc. When he reaches the other side, grab the carrots and . . . voila! Reggie turns into SUPER BUNNY! You can then guide him left across the screen, this time pounching ON the animals, with a POW! ZAP! CRASH! as you beat them up. When all the animals on one level have vanished, you will progress to the next.

Be careful how you hop from elevator to elevator — if you don't do it just right you'll lose one of your lives. The number of points you receive for hopping from one elevator to another depends on how close you get to the elevator floor. The closer you get the more points you'll receive. Reggie's ears get bigger when you reach levels 3 and 5 so watch your aim when you jump. The faster you reach the carrots, the more bonus points you'll receive — 500, 250, or 0. The gremlin holding the carrots will also try to confuse you by moving into 3 different positions — watch him! The magic powers of the carrots last for only a short time:

| | |
|---|---|
| 1st level | 45 seconds |
| 2nd level | 40 seconds |
| 3rd level | 35 seconds |
| 4th level | 30 seconds |
| 5th level | 25 seconds |
| 6th level | 20 seconds |

If you do not beat up the animals during this time, SUPER BUNNY will turn back into Reggie Rabbit, and you'll have to guide him back to the carrots to regain his powers. As you progress from level to level, the elevators change, the animals and obstacles get meaner, and the play speeds up. Once you become Super Bunny, more points are awarded for each obstacle you eliminate, if you avoid hitting elevators and losing lives. The entire point scheme is based upon awarding more points as higher levels are reached. You receive a bonus bunny when you start level 3 and level 6.

## Apple Version 

Reggie/Super Bunny has five lives in the Apple version. You will be rewarded with a surprise when you complete all six levels.

Paddle/Joystick option (toggle) ..... P
View 10 highest scores ..... S
Move right ..... →
Move left ..... ←
Pause game play ..... ESC
Resume play ..... any key
Enter initials for high score ..... type letters from keyboard or move joystick right/left

## Atari Version 

Super Bunny has seven lives in the Atari version. After successfully completing the first six levels, the player continues on to a bonus round. Here the screens are the same but the elevators function differently. They randomly pause, flutter and reverse directions. Atari commands are as follows:

View high score ..... S
Start new game ..... F
Pause ..... fire button/ESC key
Resume game ..... start key
Delete high score ..... select and option keys
Enter initials for high score ..... ← → keys or move joystick left/right

## Commodore Version 

In the Commodore version Super Bunny has seven lives. After successfully completing the first six levels, the player continues on to a bonus round. Here the screens are the same but the elevators function differently. They randomly pause, flutter and reverse directions. Commodore commands are as follows:

View high score ..... f1
Delete high score ..... f3
Restore/restart game ..... f7
Pause game ..... run/stop key

Move right ..... 


Move left ..... 


Resume play ..... any key
Enter initials for high score ..... type letters from keyboard or move joystick right/left




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